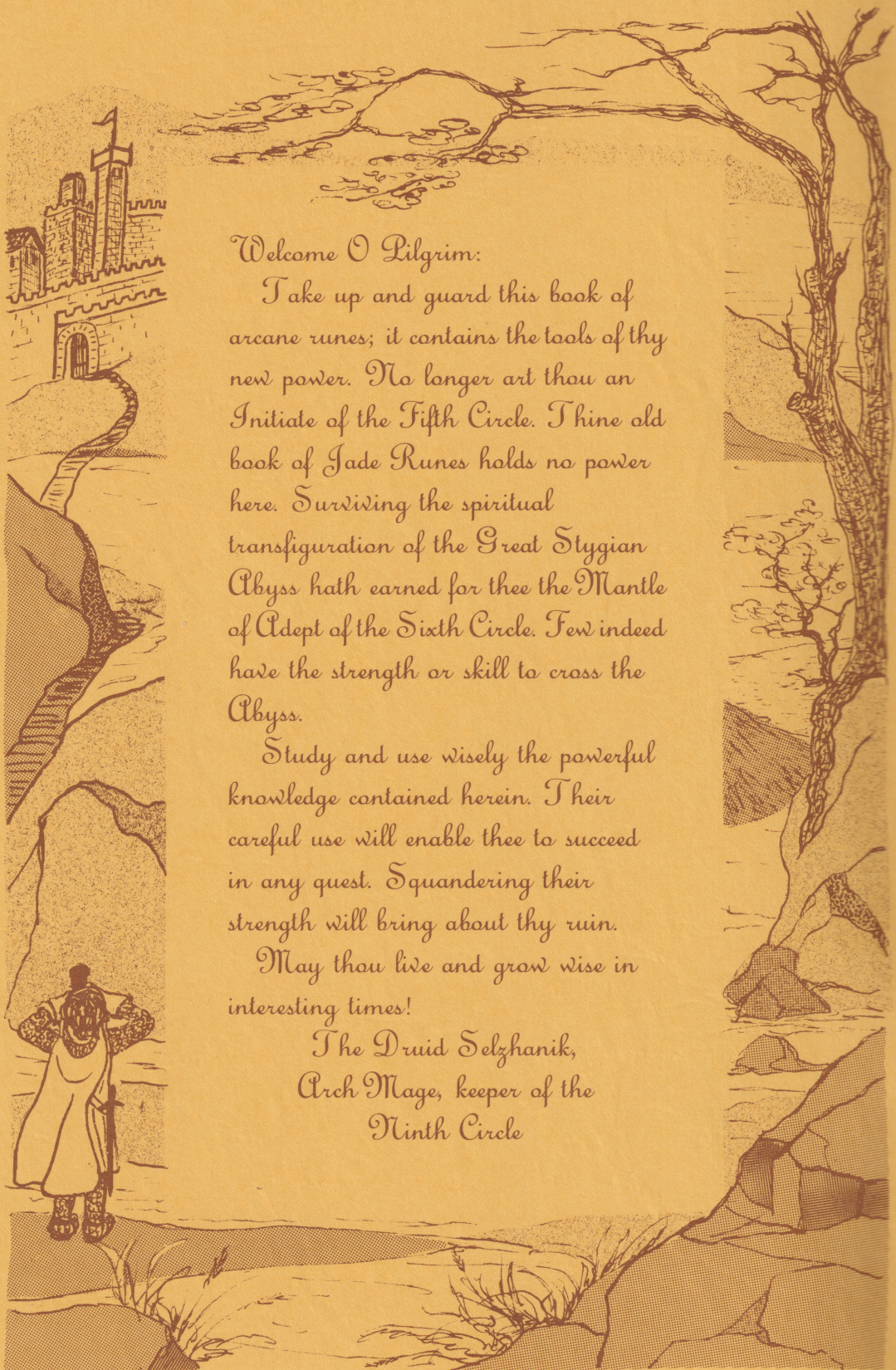
THE BOOK OF

AMBER RUNES



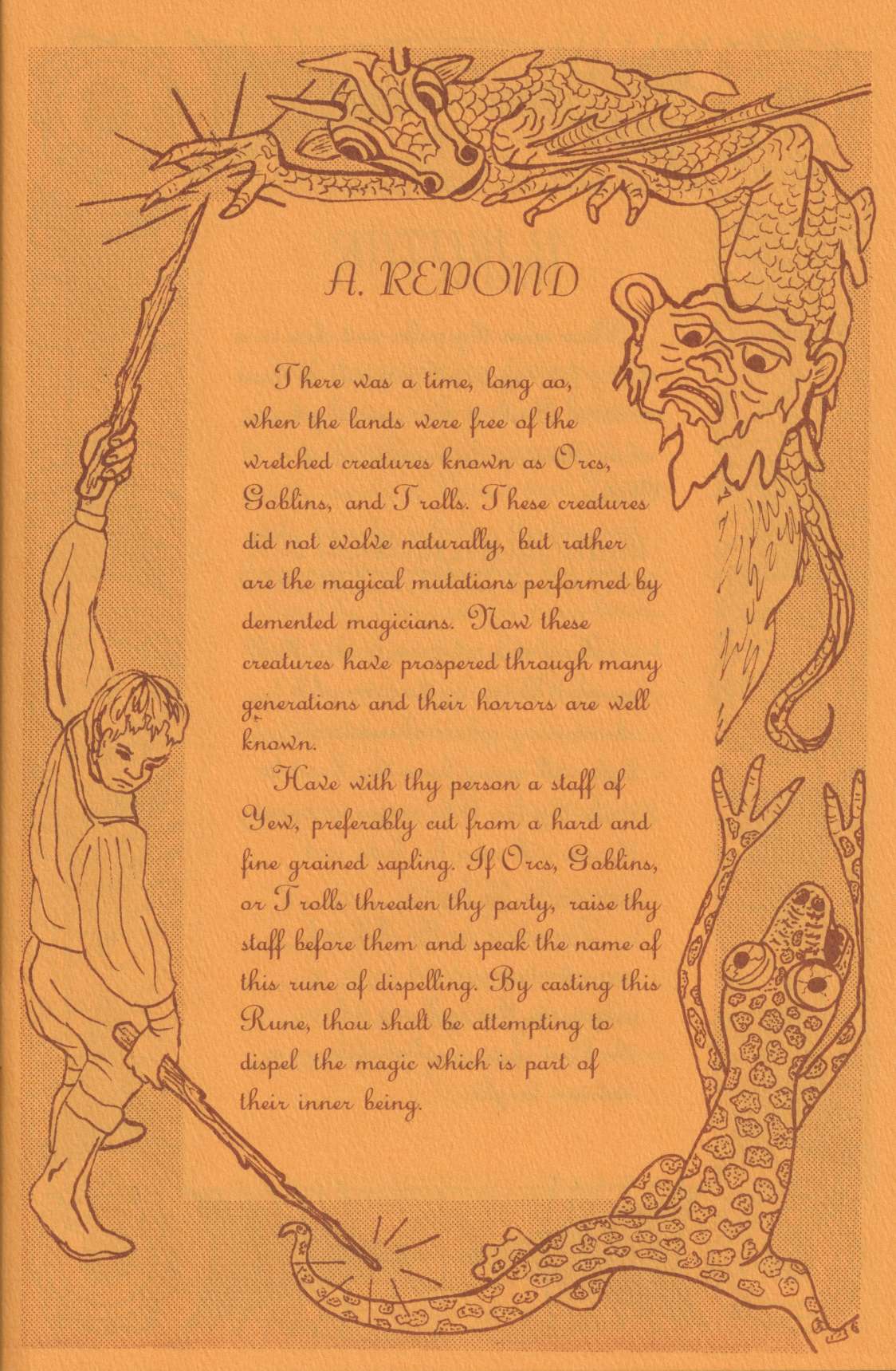
Welcome O Pilgrim:

Take up and guard this book of arcane runes; it contains the tools of thy new power. No longer art thou an Initiate of the Fifth Circle. Thine old book of Jade Runes holds no power here. Surviving the spiritual transfiguration of the Great Stygian Abyss hath earned for thee the Mantle of Adept of the Sixth Circle. Few indeed have the strength or skill to cross the Abyss.

Study and use wisely the powerful knowledge contained herein. Their careful use will enable thee to succeed in any quest. Squandering their strength will bring about thy ruin.

May thou live and grow wise in interesting times!

The Druid Selzhanik,
Arch Mage, keeper of the
Ninth Circle



A. REPOND

There was a time, long ao, when the lands were free of the wretched creatures known as Orcs, Goblins, and Trolls. These creatures did not evolve naturally, but rather are the magical mutations performed by demented magicians. Now these creatures have prospered through many generations and their horrors are well known.

Have with thy person a staff of Yew, preferably cut from a hard and fine grained sapling. If Orcs, Goblins, or Trolls threaten thy party, raise thy staff before them and speak the name of this rune of dispelling. By casting this Rune, thou shalt be attempting to dispel the magic which is part of their inner being.

B. MITTAR

Place upon thy palm and close in a strong fist any small projectile of wood or stone. Strike it once upon thy breast, while chanting the incantation of Mittar:

MANJI MULA NESPON LEVI
MITTAR NOPSEN ALUM CAVI

Hurl this talisman toward thine enemy. Magic in the form of a shimmering sphere of iridescent light will spring from thy hand to strike thy foe. The magic contained therein will enter his body and disrupt his life force.

Depending on the skill and concentration invested in its conjuring, this spell can deliver the blow of an insolent child or a stalwart knight.

C. LORUM

Before entering any dungeon, cave, or even houses with unsteady lanterns, be sure that thou hast prepared a goodly supply of Lorum dust. This is easily done by collecting the fine dust from a spider's bath which has been warmed by strong sun for many hours. Gather the dust into a chamois bag and seal the sun's energy within it by singing these words:

OBREY URICUM OBLA SUM

To release the energy, chant these same words in reverse order and cast a small portion of dust into the air. A warm, soft, magical light of short duration will be produced.

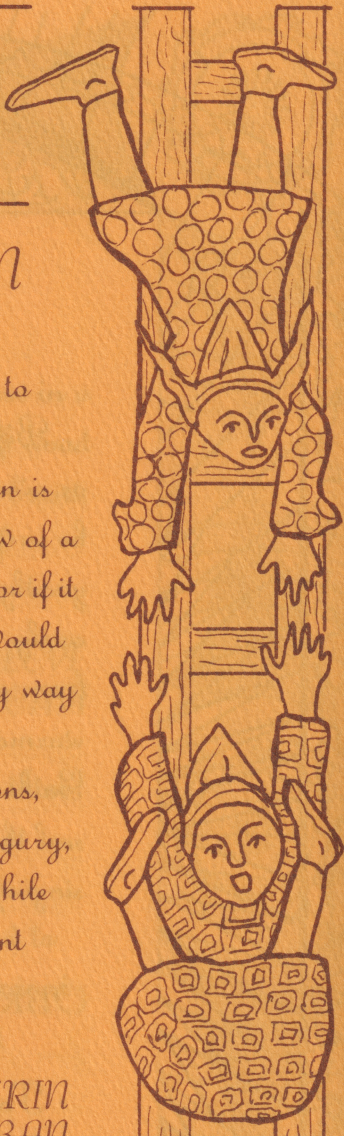
D. DOR ACRON

Very useful when one desires to bypass a particularly bothersome portion of a dungeon. Dor Acron is cast with the aid of the left forepaw of a badger. Store the paw with care, for if it is damaged in any way, which would hinder the badger's movement, thy way will be similarly impeded.

Having made these preparations, when thou desires to enact the augury, gather thy party into a ring. While holding the paw, chant this ancient rhyme:

LIEDLAN SPULGER IDSKRIN
GRUEN BEAST TRENTLE BAN

When this spell is cast, the mage and his companions will be transported to the next lower level of inhabitation.



E. SUR ACRON

This rune is closely related to Dor Acron, direction being the only difference in effect. In this case the dried wing of a bird is needed. The bird must be shot through the breast with an arrow whilst in flight. Thread the wing on a leather thong and tie it to the tip of thy staff.

Once again, gather thy party into a ring and while holding the wing intone this verse of magical movement:

LIEDLAN SPULGER IDSTRIN
FAUN BEAST FENTRI CHEM

As the words are chanted thy party will be lifted through the floor above thee to the dungeon's next higher level.

F. FULGAR

This incantation is a powerful weapon in battle. It requires a golden rod wrapped with iron and a vial of magical water collected from a meadow pond at the very moment lightning touches its surface. Keep the vial sealed until battle is nigh. Then touch the rod to the vial and level it at thy foe whilst shouting these words:

FLAMIN FLEETIS PONDI

All of the energy will be conducted through the golden rod, and a fiery ball will spin a searing path toward thine enemy. It will unfailingly strike him with a force strong enough to kill most common men and cause great damage to beasts of greater strength.

G. DAG ACRON

This incantation requires that a pattern of rays extending from a common origon be drawn on the ground whilst the following chant is recited:

DAG FULNUS ACRON
FRIEDA ACRON BOONT

As each ray is drawn a member of thy party will disappear and then with the final stroke thee too shall vanish. In the next moment at some random location on the terrestrial plane, each of the members of thy party and finally thyself will appear.

This rune can only be used on the Sosarian surface. It will always take thee someplace, but thy destination is a matter of speculation.

H. MENTAR

In order to cast this most terrifying spell, an oak gall must be collected of the sort most often found on ancient trees in dark and gloomy forest folds. Dip the oak gall in molten wax while chanting this verse from the tome of Mentar:

ZANBAR LEECHEN
CERDI MENTAR

Then, when battle is upon thee, crush the oak gall within thy hand. As the gall collapses, a blue ball of screaming horror will fly toward thine enemy. It will invade his mind, and irreparably corrupt his mental process, in direct proportion to thine own intelligence.

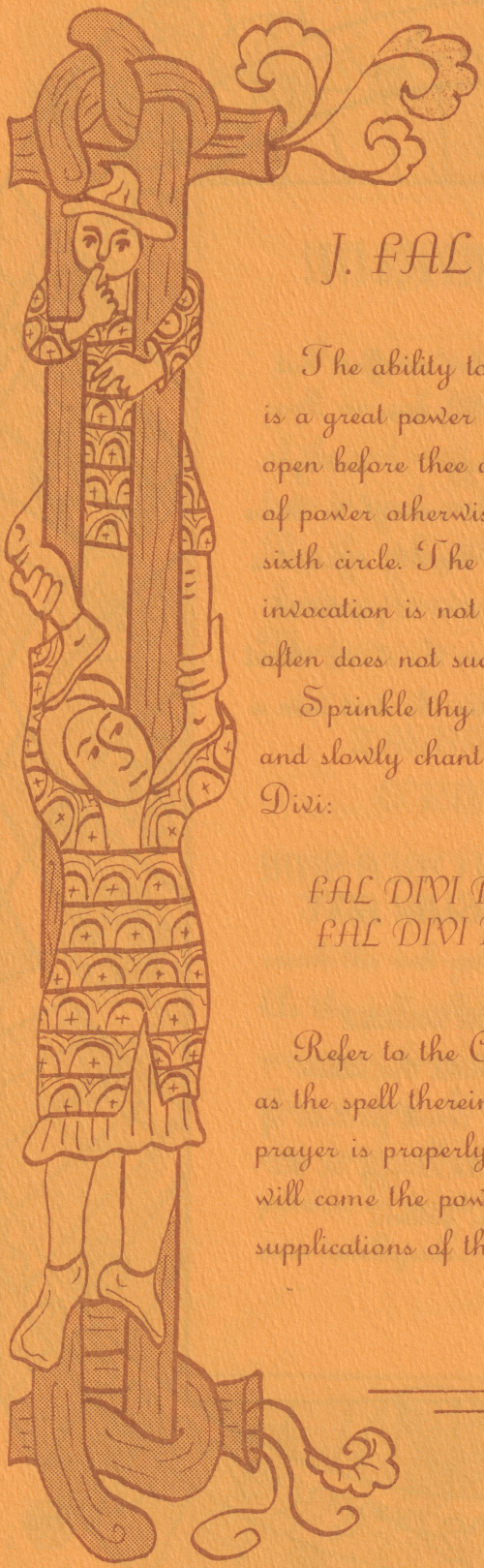
I. DAG LORUM

This spell is similar in effect, but more enduring than Lorum.

Place a golden dagger in strong sunlight until it is hot enough to burn skin. Then scrape it heavily against a stone until a golden dust is produced. As the dust collects on the stone, chant these words and gather the dust into a silken bag.

OBRUM URICA OBLA SUM
URICA MANI SUM LEVI

When the need for extended illumination arises, hold the silken bag and shake it. A small portion of the dust will release its energy in the form of an enduring, golden, shimmering light.



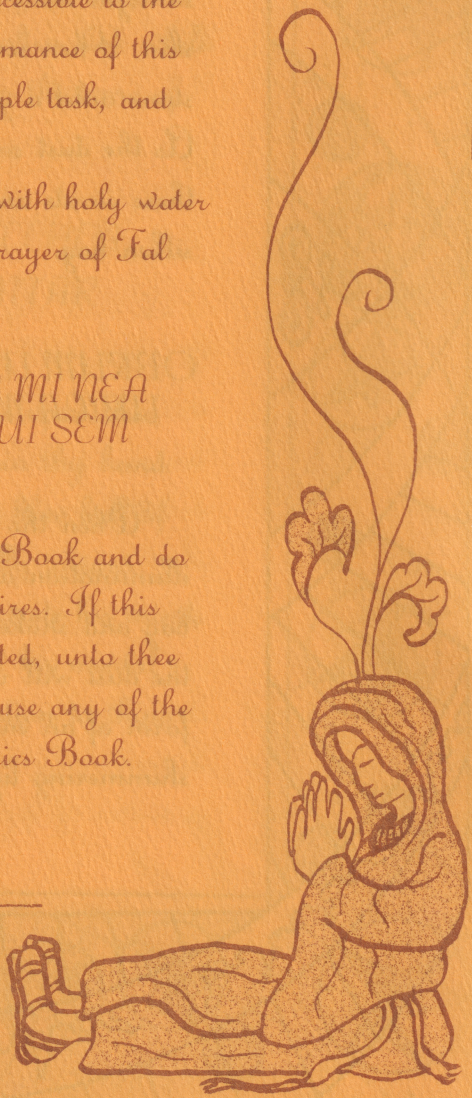
J. FAL DIVI

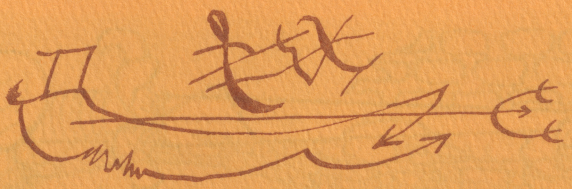
The ability to cast a clerical spell is a great power indeed. Fal Divi will open before thee a tremendous range of power otherwise inaccessible to the sixth circle. The performance of this invocation is not a simple task, and often does not succeed.

Sprinkle thy body with holy water and slowly chant the prayer of Fal Divi:

FAL DIVI DOM MI NEA
FAL DIVI REQUI SEM

Refer to the Clerics Book and do as the spell therein requires. If this prayer is properly chanted, unto thee will come the power to use any of the supplications of the Clerics Book.

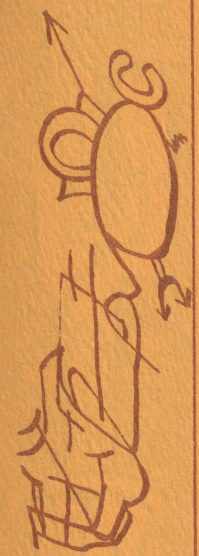


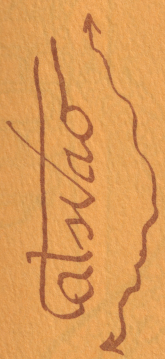


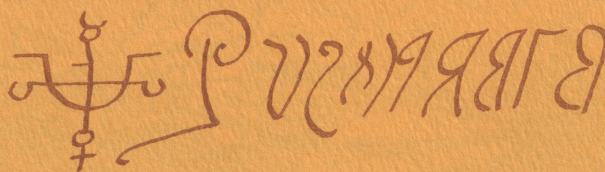
Beyond this page lie the advanced spells of the Sixth Circle. Do not venture too soon into the dark range of these spells. Until thou hast not only conquered the Stygian Abyss, but also can use its power at thy will, the force of these runes will be beyond thy skill.

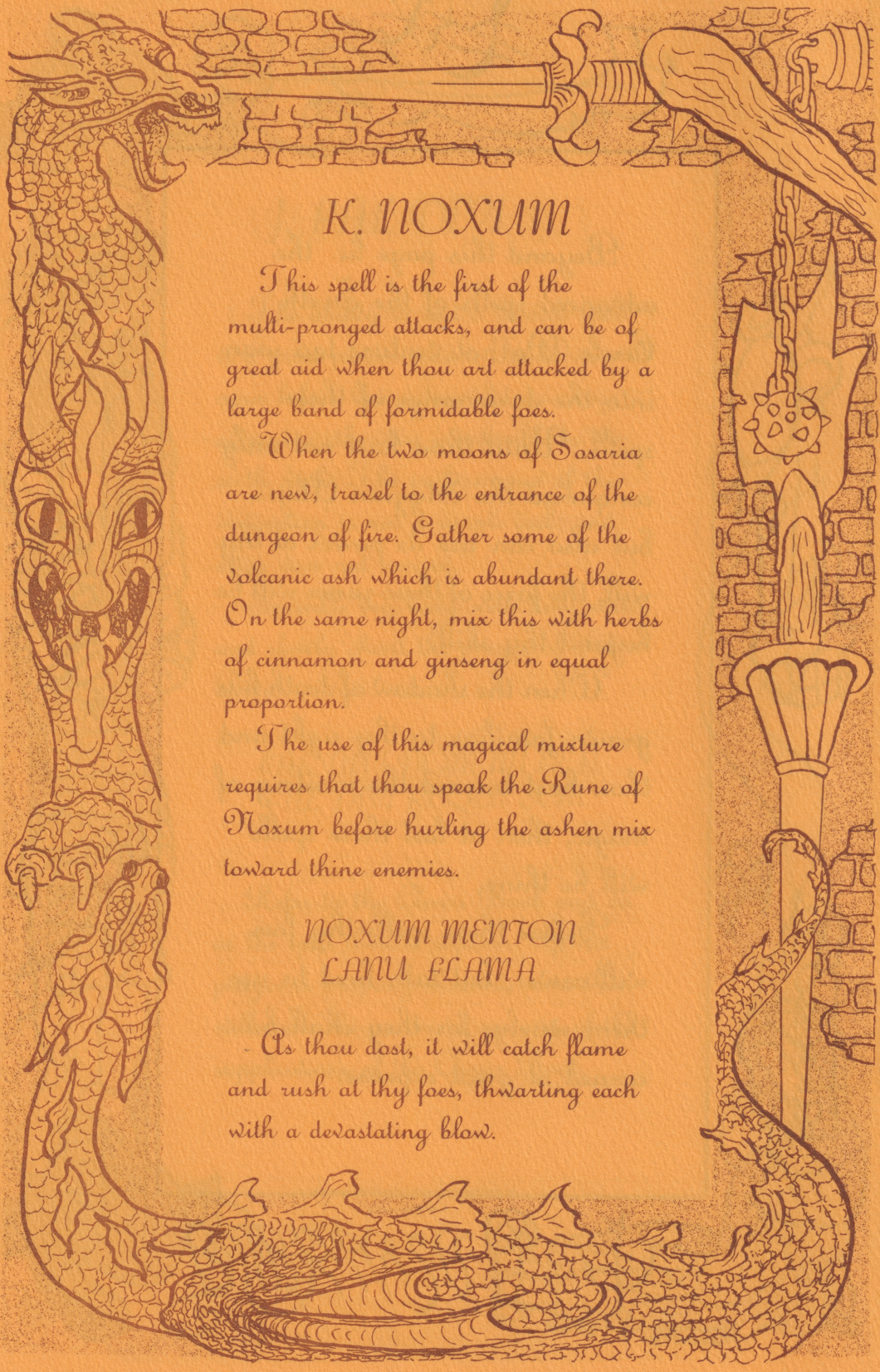
When the shadow of death has grown familiar to thy sight and thou hast learned the mastery of magic, then at last these spells will be thine.

Before these spells thy foes will cower, but take heed to use them wisely, for they shall be earned at great expense.









K. NOXUM

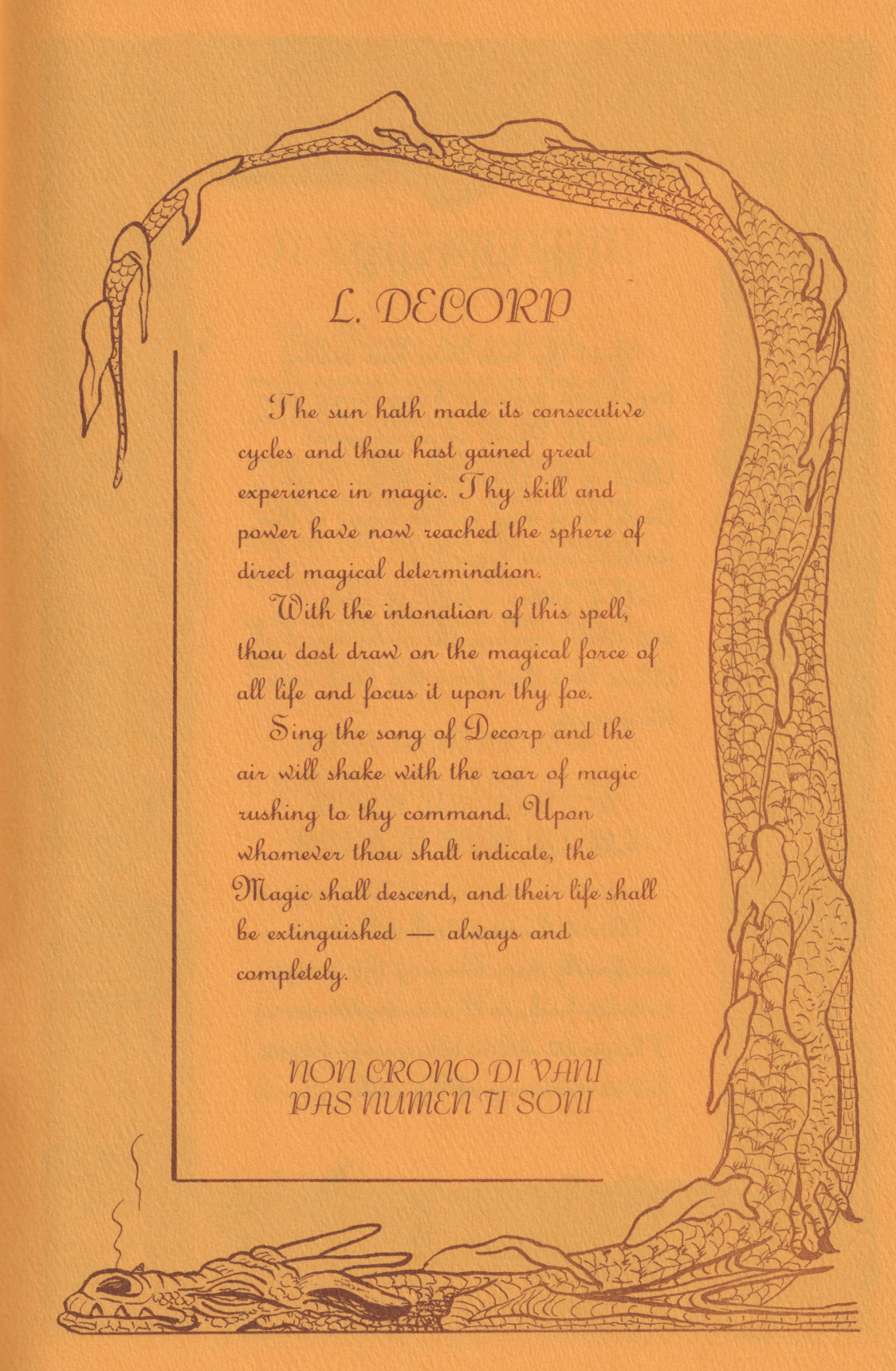
This spell is the first of the multi-pronged attacks, and can be of great aid when thou art attacked by a large band of formidable foes.

When the two moons of Sosaria are new, travel to the entrance of the dungeon of fire. Gather some of the volcanic ash which is abundant there. On the same night, mix this with herbs of cinnamon and ginseng in equal proportion.

The use of this magical mixture requires that thou speak the Rune of Noxum before hurling the ashen mix toward thine enemies.

NOXUM MENTON
LANU FLAMA

- As thou dost, it will catch flame and rush at thy foes, thwarting each with a devastating blow.



L. DECORP

The sun hath made its consecutive cycles and thou hast gained great experience in magic. Thy skill and power have now reached the sphere of direct magical determination.

With the intonation of this spell, thou dost draw on the magical force of all life and focus it upon thy foe.

Sing the song of Decorp and the air will shake with the roar of magic rushing to thy command. Upon whomever thou shalt indicate, the Magic shall descend, and their life shall be extinguished — always and completely.

NON CRONO DI VANI
PAS NUMEN TI SONI

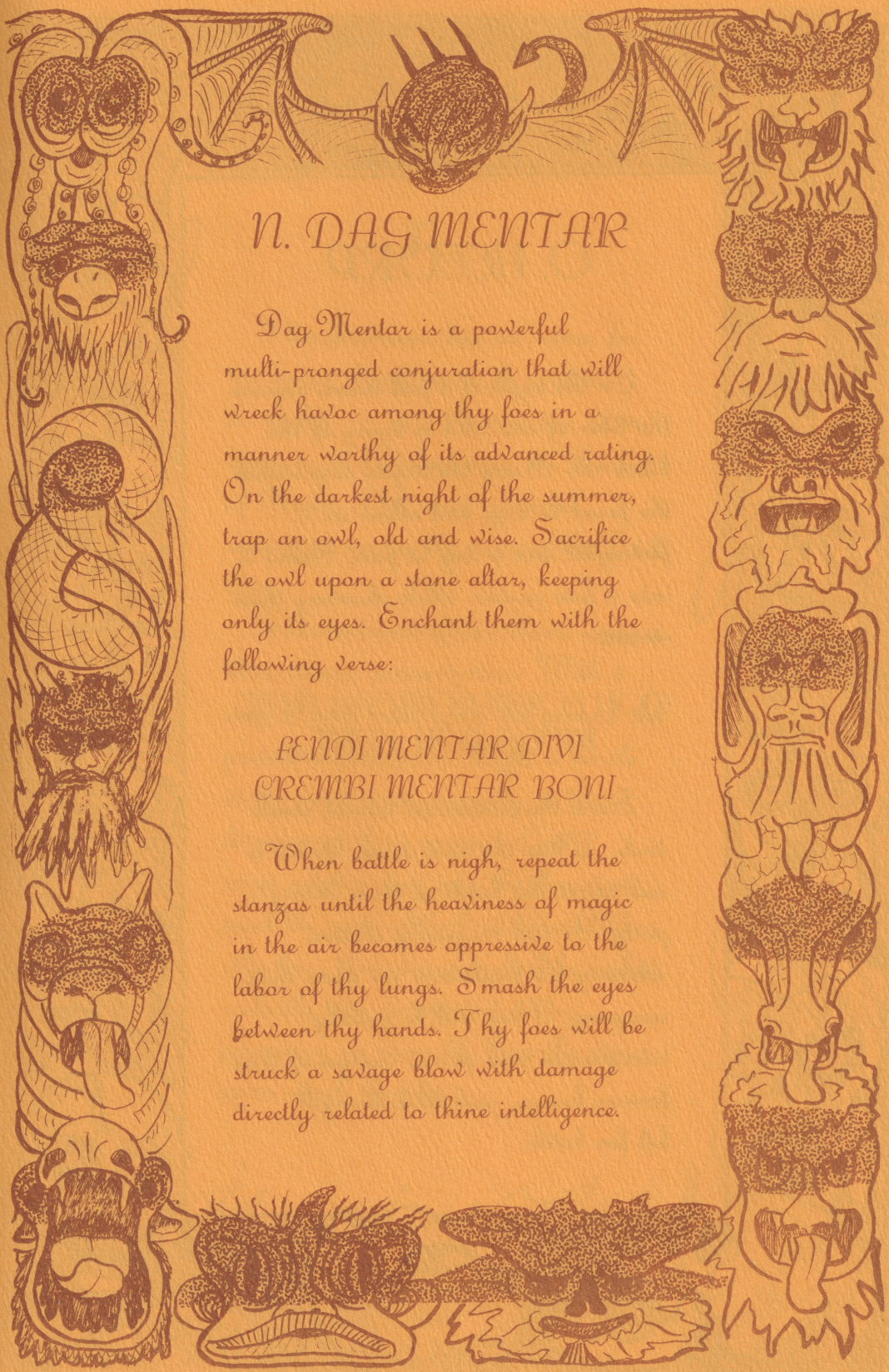
M. ALTAIR

Until this time thou hast enacted thy Runic power to bring magic into this world. Now, as an advanced Adept of the Assembly of the Sixth Circle, thou may use the magic of this world to move beyond it.

First, gather a fistful of sand, and while repeating the enchantment of Altair let it flow from thy hand onto the ground.

ALT MAN FUL MIMAR
LAE FIM CRIM BONTAIR

As it falls, time itself will slow and finally stop, allowing thy party to move freely in this suspended state. The world will be temporarily frozen and at the mercy of thy will.

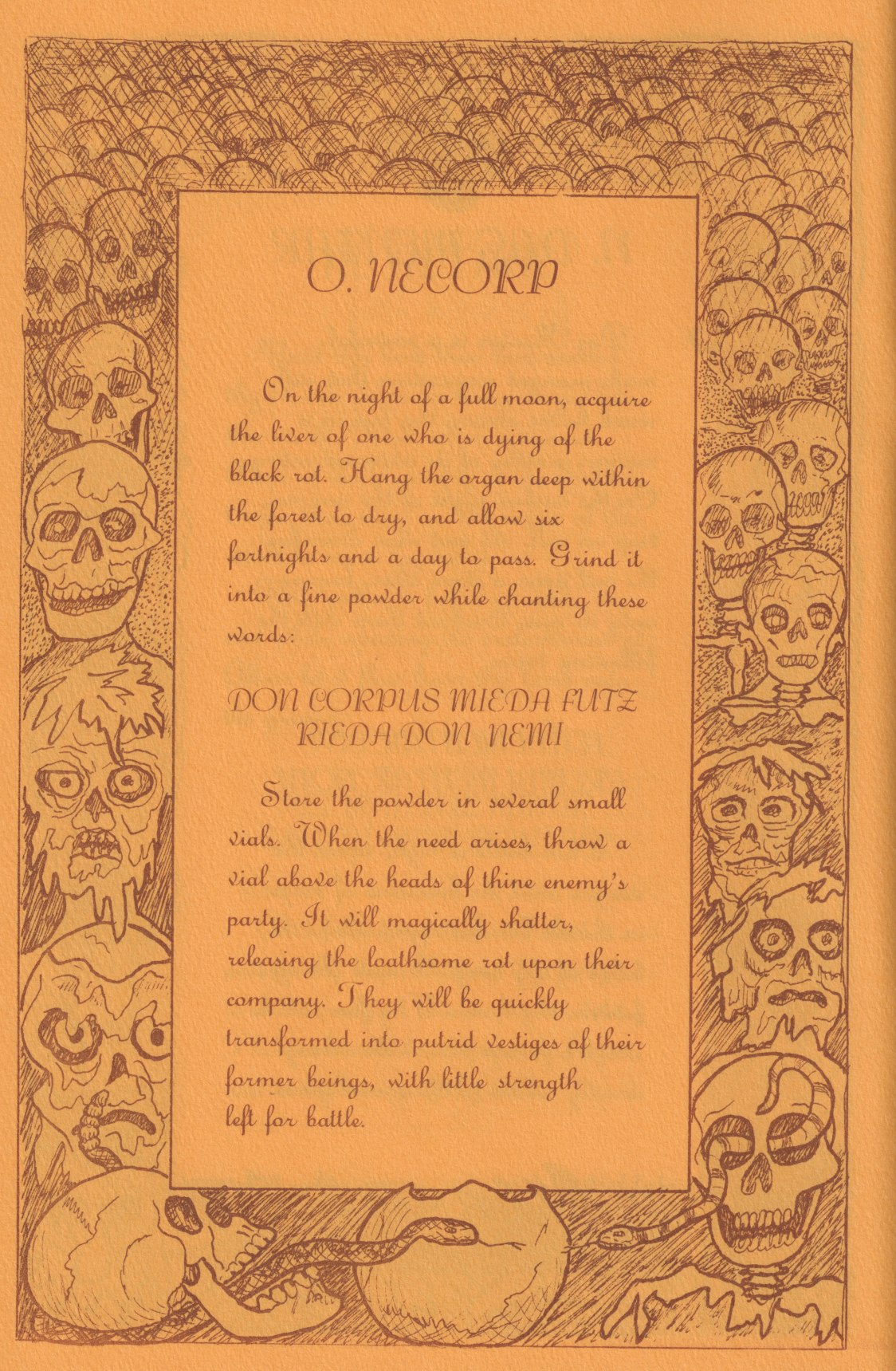


N. DAG MENTAR

Dag Mentar is a powerful multi-pronged conjuration that will wreck havoc among thy foes in a manner worthy of its advanced rating. On the darkest night of the summer, trap an owl, old and wise. Sacrifice the owl upon a stone altar, keeping only its eyes. Enchant them with the following verse:

FENDI MENTAR DIVI
CREMBI MENTAR BONI

When battle is nigh, repeat the stanzas until the heaviness of magic in the air becomes oppressive to the labor of thy lungs. Smash the eyes between thy hands. Thy foes will be struck a savage blow with damage directly related to thine intelligence.

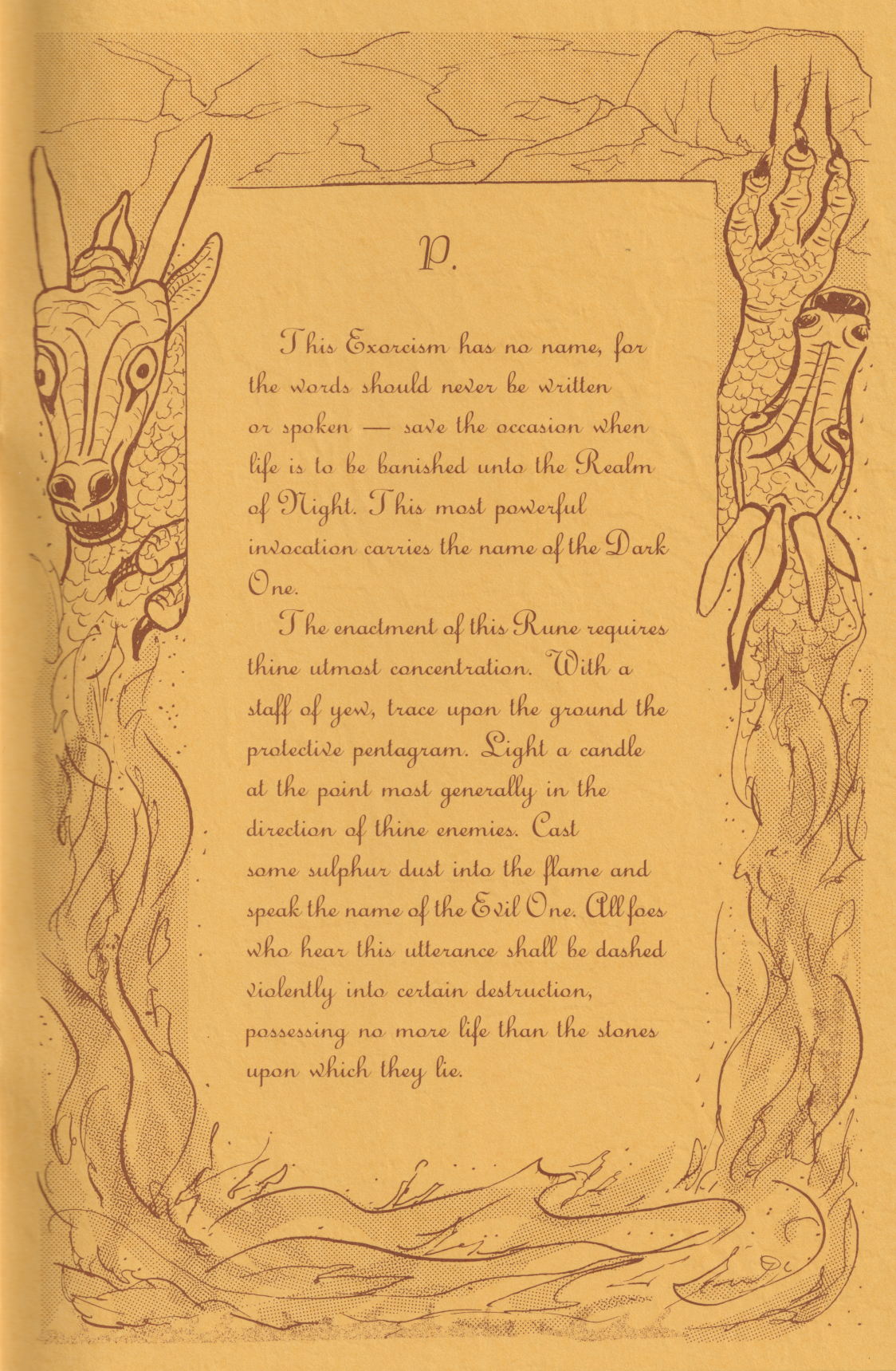


O. NECORP

On the night of a full moon, acquire the liver of one who is dying of the black rot. Hang the organ deep within the forest to dry, and allow six fortnights and a day to pass. Grind it into a fine powder while chanting these words:

DON CORPUS MIEDA FUTZ
RIEDA DON NEMI

Store the powder in several small vials. When the need arises, throw a vial above the heads of thine enemy's party. It will magically shatter, releasing the loathsome rot upon their company. They will be quickly transformed into putrid vestiges of their former beings, with little strength left for battle.



P.

This Exorcism has no name, for the words should never be written or spoken — save the occasion when life is to be banished unto the Realm of Night. This most powerful invocation carries the name of the Dark One.

The enactment of this Rune requires thine utmost concentration. With a staff of yew, trace upon the ground the protective pentagram. Light a candle at the point most generally in the direction of thine enemies. Cast some sulphur dust into the flame and speak the name of the Evil One. All foes who hear this utterance shall be dashed violently into certain destruction, possessing no more life than the stones upon which they lie.

I, Lord British, would like to acknowledge the following persons for their invaluable assistance in creating this book.

Margaret Ellen Weigers, for the majority of works herein.

Roe R. Adams III, for the introduction and conceptual assistance.

Richard A. Garriott, for a great deal of uneducated editing.

Robert, Marcy, Owen, and Helen Garriott, for educated editing.

A special thanks to Helen M. Garriott, for the wonderful illustrations throughout this book.

Copyright 1983 by Origin Systems, Inc.

P. O. Box 99
Andover, Massachusetts 01845